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**Lingsheng Yao**



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**Advanced Methodologies and Technologies in Network Architecture, Mobile Computing, and Data Analytics** Khosrow-Pour, D.B.A., Mehdi, 2018-10-19 From cloud computing to data analytics society stores vast supplies of information through wireless networks and mobile computing As organizations are becoming increasingly more wireless ensuring the security and seamless function of electronic gadgets while creating a strong network is imperative Advanced Methodologies and Technologies in Network Architecture Mobile Computing and Data Analytics highlights the challenges associated with creating a strong network architecture in a perpetually online society Readers will learn various methods in building a seamless mobile computing option and the most effective means of analyzing big data This book is an important resource for information technology professionals software developers data analysts graduate level students researchers computer engineers and IT specialists seeking modern information on emerging methods in data mining information technology and wireless networks

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1 Forte for Java release 2 0 Community ed Java Plug in HTML converter 1 3 **Pemrograman Java** Mohamad Yusuf, Hedi Kristiawan, Norbertus Tri Suswanto Saptadi, Hendri Julian Pramana, Agung Yuliyanto Nugroho, Nina Rahayu, Deden Rustiana, Gde Brahupadhy Subiksa, Eka Purnama Harahap, Mohammad Badrul, Alfredo Gormantara, Fahmi Fadillah Septiana, Yosep Bustomi, 2025-08-22 Pemrograman Java telah menjadi salah satu bahasa pemrograman paling populer dan relevan di dunia. Fleksibilitas, portabilitas, dan performanya yang tinggi menjadikan Java pilihan utama untuk pengembangan aplikasi lintas platform, mulai dari aplikasi desktop web hingga perangkat seluler berbasis Android. Oleh karena itu, menguasai Java adalah langkah strategis bagi Anda yang ingin berkarier di bidang teknologi informasi. Dalam buku ini, kami menyajikan materi secara terstruktur, dimulai dari 1. Pengenalan Pemrograman Java, 2. Persiapan Lingkungan Pengembangan Java, 3. Struktur Dasar Program Java, 4. Tipe Data dan Variabel dalam Java, 5. Operator dalam Java, 6. Input dan Output I/O Dasar, 7. Kontrol Alur Program dalam Java, 8. Metode Function dalam Java, 9. Pemrograman Berorientasi Objek OOP Dasar, 10. Inheritance dan Polymorphism, 11. Encapsulation Access Modifier, 12. Input Output File Handling, 13. Unit Testing dengan JUnit.

**Indian National Bibliography**, 2016 **Java 9 for Programmers** Paul Deitel, Harvey Deitel, 2017-05-16 The professional programmer's Deitel guide to Java 9 and the powerful Java platform. Written for programmers with a background in another high-level language, this book applies the Deitel signature live code approach to teaching programming and explores the Java 9 language and APIs in depth. The book presents concepts in fully tested programs, complete with code walkthroughs, syntax shading, code highlighting, and program outputs. It features hundreds of complete Java 9 programs with thousands of lines of proven code and hundreds of software development tips that will help you build robust applications. Start with an introduction to Java using an early classes and objects approach, then rapidly move on to more advanced topics including JavaFX GUI, graphics, animation, and video, exception handling, lambdas, streams, functional interfaces, object serialization, concurrency, generics, generic collections, database with JDBCTM and JPA, and compelling new Java 9 features such as the Java Platform Module System, interactive Java with JShell for discovery, experimentation, and rapid prototyping, and more. You'll enjoy the Deitels' classic treatment of object-oriented programming and the object-oriented design ATM case study, including a complete Java implementation. When you're finished, you'll have everything you need to build industrial strength object-oriented Java 9 applications. New Java 9 Features: Java 9's Platform Module System, Interactive Java via JShell, Java 9's REPL, Collection Factory, Methods Matcher, Methods Stream, Methods, JavaFX Updates, Using Modules in JShell, Completable Future, Updates, Security Enhancements, Private Interface Methods, and many other language and API updates. Core Java Features: Classes, Objects, Encapsulation, Inheritance, Polymorphism, Interfaces, Composition vs Inheritance, Programming to an Interface, not an Implementation, Lambdas, Sequential and Parallel Streams, Functional Interfaces with Default and Static Methods, Immutability, JavaFX GUI, 2D and 3D Graphics, Animation, Video, CSS, Scene Builder, Files, I/O, Streams, XML, Serialization, Concurrency for Optimal Multi-Core Performance, JavaFX Concurrency, APIs, Generics, and Generic

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